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1 The adoption of IPv6

Brian Childress, Bryan Cathey, Sara Dixon

April 2003 **Journal of Computing Sciences in Colleges**, Volume 18 Issue 4**Publisher:** Consortium for Computing Sciences in CollegesFull text available: [Pdf \(33.23 KB\)](#) Additional Information: full citation, abstract, references, index terms**Bibliometrics:** Downloads (6 Weeks): 13, Downloads (12 Months): 240, Citation Count: 0

There is no question the Internet has revolutionalized the world. Many of the things we take for granted today were not even possible a few years ago. Will the Internet continue to push the boundaries of technology? The answer lies within IPv6. IPv6 ...

2 Dynamic software updating
 Michael Hicks, Jonathan T. Moore, Scott Nettles
June 2001 **PLDI '01: Proceedings of the ACM SIGPLAN 2001 conference on Programming language design and implementation****Publisher:** ACM Full text available: [Pdf \(1.44 MB\)](#) Additional Information: full citation, abstract, references, cited by, index terms**Bibliometrics:** Downloads (6 Weeks): 4, Downloads (12 Months): 39, Citation Count: 27

Many important applications must run continuously and without interruption, yet must be changed to fix bugs or upgrade functionality. No prior general-purpose methodology for dynamic updating achieves a practical balance between flexibility, robustness, ...

Also published in:

May 2001 **SIGPLAN Notices** Volume 36 Issue 5**3 Computer security: theory, process and management**

George Whitson

June 2003 **Journal of Computing Sciences in Colleges**, Volume 18 Issue 6**Publisher:** Consortium for Computing Sciences in CollegesFull text available: [Pdf \(134.71 KB\)](#) Additional Information: full citation, abstract, references, index terms**Bibliometrics:** Downloads (6 Weeks): 19, Downloads (12 Months): 388, Citation Count: 0

The Internet backbone servers were attacked and Web traffic slowed for a few hours, the Nimbda worm used Microsoft Web servers to infect all those downloading Web pages until appropriate patches were applied and credit card information is stolen every ...

4 Tune to Lambda patching
 Carsten Griwodz, Michael Lepert, Michael Zink, Ralf Steinmetz
March 2000 **SI GMETRI CS Performance Evaluation Review**, Volume 27 Issue 4**Publisher:** ACMFull text available: [Pdf \(520.31 KB\)](#) Additional Information: full citation, abstract, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 0, Downloads (12 Months): 6, Citation Count: 3

A recent paper by Hua, Cai and Sheu [7] describes *Patching* as a technique for reducing server load in a true video-on-demand (TVoD) system. It is a scheme for multicast video transmissions, which outperforms techniques such as Batching in response ...

Keywords: adaptive, multicast, streaming server, video on demand

5 TCPivo: a high-performance packet replay engine

 Wu-chang Feng, Ashvin Goel, Abdelmajid Bezzaz, Wu-chi Feng, Jonathan Walpole
August 2003 **MoMeTools '03: Proceedings of the ACM SIGCOMM workshop on Models, methods and tools for reproducible network research**

Publisher: ACM 

Full text available:  Pdf (415.49 KB) Additional Information: full citation, abstract, references, cited by

Bibliometrics: Downloads (6 Weeks): 2, Downloads (12 Months): 21, Citation Count: 2

This paper describes the design and implementation of a high performance packet replay tool called TCPivo. TCPivo is implemented on commodity hardware using widely available open-source software and can be used as a cost-effective means for evaluating ...

6 Multiresolution streaming mesh with shape preserving and QoS-like controlling

 Bing-Yu Chen, Tomoyuki Nishita
February 2002 **Web3D '02: Proceedings of the seventh international conference on 3D Web technology**

Publisher: ACM 

Full text available:  Pdf (480.09 KB) Additional Information: full citation, abstract, references, cited by, in-depth terms, review

Bibliometrics: Downloads (6 Weeks): 11, Downloads (12 Months): 39, Citation Count: 4

How to transmit 3D meshes efficiently has become an important topic on Web3D platform, since there are more and more people need to use 3D models on the Internet. The data size of a geometric 3D model is usually large for being able to represent more ...

Keywords: geometric quality of service, level of detail, mesh simplification, streaming mesh

7 Optimal proxy management for multimedia streaming in content distribution networks

 Chitra Venkatramani, Olivier Verschueren, Pascal Frossard, Kang-Won Lee
May 2002 **NOSSDAV '02: Proceedings of the 12th international workshop on Network and operating systems support for digital audio and video**

Publisher: ACM 

Full text available:  Pdf (240.63 KB) Additional Information: full citation, abstract, references, cited by, in-depth terms

Bibliometrics: Downloads (6 Weeks): 0, Downloads (12 Months): 22, Citation Count: 5

The widespread use of the Internet and the maturing of digital video technology have led to an increase in various streaming media applications. As broadband to the home becomes more prevalent, the bottleneck of delivering quality streaming media is ...

Keywords: multimedia streaming, partial video caching, proxy cache, video server scheduling

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